

AGES 6+
71082/71077 Asst.



INSTRUCTIONS

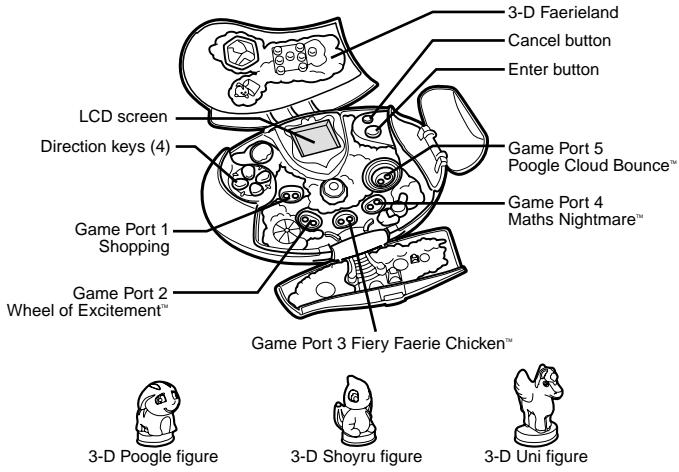


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Thank you for purchasing the Faerieland Pocket Neopet, a deluxe portable Neopets player!

Hello and welcome to Faerieland, an enchanting place where magical adventures await you. During your stay, you'll be joined by three Neopets — a Poogle, a Shoyru, and a Uni. They'll remain by your side as you play games and look for bargains in some of Faerieland's many shops. That's not all, though... you'll also get exclusive collector cards and 3-D mini figures of each pet, which you can play with in the detailed model of Faerieland that's also included!

Includes 3 x 1.5V "AAA"/R03 batteries. Alkaline batteries recommended. Phillips/ cross head screwdriver (not included) needed to replace batteries.



GETTING STARTED

To set up your Faerieland properly, please go through the following actions:

1. Make sure the LCD screen is working properly, if not, please reference battery replacement section to verify that the batteries were installed properly.
2. Place one of the 3D figures into one of the five ports for rapid mode entry. This will take the toy out of TRY ME mode.
3. **DATE:** Press ENTER to enter setting mode. Using the ▲ and ▼ keys, scroll through the year digits. Press ENTER when it is correct. Next the month will appear, press the ▲ and ▼ keys to scroll through the months. Press ENTER when it is correct. Use the same method to alter the day and press ENTER when it is correct. If you change your mind, you can press CANCEL to quit.
4. **TIME:** Again, using the ▲ and ▼ keys, scroll through the hour digits. Press ENTER when it is correct. Next the minutes digits will flash, press the ▲ and ▼ keys to scroll through the minutes digits. Press ENTER when it is correct. If you change your mind, you can press CANCEL to quit, or LEFT & RIGHT to skip between HOUR & MINUTE.
5. **NAME:** Decide what you want to name your Neopet and write the name by toggling ▲ and ▼ on each letter. Press ENTER when it is correct. Press ENTER twice when the name is complete. If you do not input any letters or numbers for a name, you will not be able to continue to the next set up stage.
6. **MALE/FEMALE?**: Scroll to either MALE or FEMALE and press ENTER when your preference is highlighted.
7. **WHAT DOES YOUR NEOPET LIKE TO DO:** Toggle through all the different options until you reach the hobby you want for your Neopet, and then press ENTER to select.
8. **HOW THEY LIKE TO GREET OTHERS:** Toggle through all the different options until you reach the personality you want for your Neopet, and then press ENTER to select.

The screen will then run through all of the decisions you have made and then enter the actual game. "Welcome to Faerieland" will then scroll across the screen followed by your adopted Neopet's name.

NAVIGATION

To navigate through the game, use the control icons that can be accessed by pressing RIGHT or LEFT when the character is in downtime animation mode. To choose from all the different things you can do with your Neopet, you first need to know what the different icons mean. These will allow you to control what you and your Neopet do, and when you do it.

ICONS

	View your Neopet's bio (Name, Species, Gender, Likes To Do, Greeting Type, etc.)
	View your Neopet's Health, Happiness, and Intelligence levels.
	View what stage your Neopet has reached in each game.
	Select different food items to feed your Neopet.
	View and eat your stored items here.
	Lets you take your Neopet to the doctor when it's sick.
	Lets you play games.
	Lets you buy food, toys, and Petpets™ for your Neopet.
	Lets you check your NeoPoint® balance.
	Lets you put your Neopet to rest, or wake it up.

HOW TO PLAY

Your goals within the game include winning trophies and reaching the highest Health, Happiness, and Intelligence levels possible. These goals can be achieved many different ways, most notably by playing games and earning NeoPoints, which afford you a number of options, including the ability to buy cool items for your Neopet. These items will effect the Health, Happiness, and Intelligence levels of your Neopet.

PORTS

There are five ports below the screen that allow rapid access into the game. Place the bottom of your Neopet into the port for activation.

CHARACTER FACE

You can view your Neopet's profile here. Scroll through all the different bio information of your Neopet (Name, Age, Gender, Likes To Do, Greeting, Strength, Defense, Movement, Height, Weight). Simply press the ▲ and ▼ buttons to scroll through the information.

BOOK

This book is designed as your Quick Reference Guide. Here you will be able to check the status of your Neopet's Health, Happiness, and Intelligence levels. These levels are affected by how you play with, and how you treat your Neopet. Feeding and sleeping on time makes your Neopet's Health, Happiness, and Intelligence levels go up. Toys and Petpets affect your Neopet's Happiness, and Intelligence.

Lack of sleep, feeding, and interaction (toys and Petpets) will make your Neopet's levels drop and may cause your Neopet to leave you.

TROPHIES

This will tell you how many trophies you have obtained, if any, as well as the highest score and level reached thus far.

There are a total of five games for which trophies can be earned: Fiery Faerie Chicken, Poogle Cloud Bounce, Maths Nightmare, Cirrus Drop, and Harris Reflection. When a trophy is attained by the efforts of the player, it is displayed on the trophy screen.

In order to earn a trophy, you must complete the hardest level of each game. The scoring for each game is different. When a score is reached that beats the target score for that level, a new level will be unlocked and when the hardest level is complete the trophy will be awarded. The goal score breakdowns for each game are located in the game descriptions section.

When all five trophies are won, a Rare Item Code™ will be released that, when entered into the web site at www.neopets.com/code, will yield a special online prize.

FOOD

You must remember to feed your Neopet three times a day. You will need to purchase the food items from the food store, which will automatically store the items in your Neopet's Burlap Sack. You can access the food directly by pressing ENTER when the FOOD icon is highlighted. This will take you to the list of your food items that you have purchased.

Using the ▲ and ▼ keys, choose a food item from the list that you want to feed your Neopet and press ENTER. You will be asked "FEED NOW?" and given the options "YES" or "NO." If "YES" is selected, you will see the icon for that item flashing and then the animation of your Neopet eating, followed by a gratifying phrase.

Your Neopet likes to eat regularly, every day at: 7:30 a.m., 12:30 p.m., and 6:30 p.m. At these times, you should select the food icon to feed your Neopet.

If you feed your Neopet on time, you will receive 50 Health points for healthy food, or 50 Happiness points for treats.

• **Caution:** Don't overfeed your Neopet! Extra food does not add any more health, but will still make your Neopet gain weight! Extra treats will add 10 Happiness points but will also add more weight, which will make he/she lose 30 Health points.

• **Tip:** If you feed your Neopet after Hint time, you only get half the points.

• **Tip:** If you do not feed your Neopet at all, he/she will lose 40 Health points and 30 Happiness points, and will lose weight.



BURLAP SACK

This is where all the items you have purchased are stored while you are not using them. You will be able to view all of your items that have been saved. The sack will hold a maximum of 10 items at a time. If you buy an item, it will remain in the sack until you use it.

To use an item in your sack: Use the **▲** and **▼** keys buttons to toggle through the items and press **ENTER**. You will be asked "DO YOU WANT TO PLAY WITH THIS?" or "FEED NOW?" and given two options: "YES" or "NO." Highlight your selection and press **ENTER**. If the sack gets too full, you will have to go in and use/eat/play with those items that are not absolutely necessary.



SHOPPING

In addition to being fun for your Neopet, shopping is essential for your Neopet's health, wellbeing, and personality. There are three shops you can visit in this game: the Food Shop, Toy Shop and the Petpet Shop. Each shop contains different items that vary every time you enter, as well as by price (NeoPoints).

Enter the Shopping mode and toggle through the different shop names. When you have decided which shop you want to go into, press **ENTER**.

Food Shop

When you choose the Food Shop, a list of various foods available for you to purchase and their cost in NeoPoints will be displayed. Use the **▲** and **▼** keys to choose an item that you want to buy, and press **ENTER**. The screen will then say "FOOD HAS BEEN PLACED IN YOUR BAG."

Toy Shop

When you choose the Toy Shop, a list of toys available to purchase will be displayed. There will be three toys to choose from per day, all at different prices. When you choose the name of the toy you want, use the **▲** and **▼** keys for selection, press **ENTER** and you will see the price of the toy you selected in NeoPoints (NP). You will then be asked "BUY NOW?" Press **ENTER** to confirm your selection. To play with your toy, select the Burlap Sack, and select the toy that you want your Neopet to play with. The image of the toy will flash alternatively with a 1, 2 or 3 depending on how many times the toy has been played with.

NOTE: Toys will disappear after being used three times so that you can buy more toys for your Neopet.

Petpet Shop

When you choose the Petpet™ Shop, a list of various Petpets are available for you to purchase will be displayed. Use the **▲** and **▼** keys to browse the selection and press **ENTER** to purchase. Once you have purchased a Petpet you will see an image of it and then the text: "PETPET HAS BEEN PLACED IN YOUR BAG."

To play with your Petpet, select the Burlap Sack icon and scroll through the contents.

NOTE: If you do not have enough NeoPoints in the Bank to purchase items, the  logo will flash and you will hear a warning sound.



HOSPITAL

This is the place to visit if your Neopet is sick. Enter into the Hospital, and if your Neopet is sick a message will appear with a prognosis of what your Neopet's ailment is. A message will then appear telling you what type of medicine, your Neopet needs to feel better, and its price in NeoPoints. You will be asked if you want to buy the medicine, "YES" or "NO." If you select "YES," the medicine will be given to your Neopet immediately and you can consider him/her cured. Please note that you will lose NeoPoints for every day your Neopet is left untreated. On the contrary, if you try to enter the hospital when your pet is healthy, you will be given the all clear and automatically sent back to normal mode.



GAMES

There are six different games to play with, five of which have three levels of difficulty (Easy, Medium and Hard). You must pay to play *Wheel of Excitement*. But, if you win, you'll have a chance to win lots of NeoPoints!



FIERY FAERIE CHICKEN [Trophy Game]

This game requires fast thinking and super fast reflexes. Your job is to maneuver through these gauntlets without meeting your demise in a head on collision with an unforgiving wall!

Use the **◀**, **▶**, **▲** and **▼** keys to guide yourself through the twists and turns of the maze.

During game play be careful not to run into one of the walls of the maze, or run back into your trail. If you do, the game is over and you must start again.

For every coin you pick up, you earn points. As the levels increase in difficulty, the speed at which you travel through the maze will also increase.

Score

Each coin collected

Easy	1 NP
Medium	2 NP
Hard	3 NP

Levels

Easy to Medium	– Complete 14 mazes in this level
Medium to Hard	– Complete 17 mazes in this level
Hard to Trophy	– Complete 20 mazes in this level



POOGLE CLOUD BOUNCE [Trophy Game]

A Poogles named Brewger is on his way to Faerie City in a hurry and can only do so by jumping across the clouds on his way. Help the Poogles in his quest by steering him from cloud to cloud.

To steer the Poogles to the left and right, use the **◀** and **▶** keys.

To make the Poogles jump, use the **▲** key.

Be careful, as some clouds move faster than others! Also beware of the black clouds as they will disappear if you land on them. Oh yeah, don't forget that the clouds tend to disappear out from under you. So make sure to keep moving!

NeoPoints are scored for every second you are able to keep the Poogles floating on a cloud. Bonus NeoPoints can be picked up along the way by collecting the gemstones that are sitting on the clouds. There are two types of gemstones: solid and hollow. You can earn more NeoPoints by collecting the hollow ones!

Be on the lookout for "Teleport Clouds" which will bring you to a bonus room. Inside the bonus room you will find various gemstones and can win up to 30 NeoPoints for obtaining them!

As the levels progress, the clouds will move faster and faster and the number of black clouds will increase.

Types of Clouds



Fluffy Cloud – Normal moving cloud



Black Cloud – Disappears when landed on



Teleport Cloud – Freezes all other clouds and brings you to a bonus room where you can collect various gemstones and win NeoPoints.

Score

	Solid Gemstones	Hollow Gemstones
Easy	1 NP	2 NP
Medium	2 NP	4 NP
Hard	3 NP	6 NP

You will earn 2 NP for every second you are able to keep the Poogles afloat.

Levels

Easy to Medium	– 2000 NP in Easy Mode
Medium to Hard	– 3000 NP in Medium Mode
Hard to Trophy	– 4000 NP in Hard Mode

MATHS NIGHTMARE [Trophy Game]



Imiya the Aisha is having trouble sleeping; she keeps having nightmares that involve math problems. It's your job to help her sleep better by answering all of the math problems in her nightmare. Various math questions will fall from the top of the screen and you have to answer them before they fall off the bottom of the screen.

In the lower right corner of the screen you will see a number appear.

Press the **▲** and **▼** keys to raise or lower that number.

Press **ENTER** to select the correct number that solves the mathematical question.

If the answer to the question is 10 or greater, you will have to enter each correct "digit" one at a time. For example, if the answer is 72, you must increase the first digit to "7" and press **ENTER**, then increase the second digit to "2" and press **ENTER**.

As the levels increase in difficulty, the questions will become tougher to answer. You will not lose if you answer the questions incorrectly. However, you will lose a life if the question touches the bottom of the screen. You are given three lives in this game.

Score

You will receive 10 NP for each math problem solved correctly.

Levels

Easy to Medium	– 2000 NP in Easy Mode
Medium to Hard	– 3000 NP in Medium Mode
Hard to Trophy	– 4000 NP in Hard Mode



WHEEL OF EXCITEMENT

This is a game of pure luck! You must pay 100 NP to play this game, but you could win some super cool prizes! But be careful – if you're unlucky, you risk losing some of your valuable NeoPoints, or even items from your Burlap Sack. Press **ENTER** to spin the wheel.

The screen will show you what you have won. Or, if you are unlucky, it will tell you what you have lost. This game can only be played once every two hours.



CIRRUS DROP [Trophy Game]

This is a catch game, but with a twist! Several Cirrus will drop from the top of the screen. It's your job to color coordinate the color of the pipe that's on the bottom of the screen with the color of the Cirrus that is falling from the top of the screen. If your Cirrus is white, make sure you change your pipe to white. If your Cirrus is black, change your pipe to black.

Press the **◀** and **▶** keys to select one of the three pipes.

Press **▲** to change the color of the pipe.

You must catch 20 Cirrus to advance to the next level. As the levels progress, the Cirrus will fall faster. If you line up the Cirrus incorrectly three times, the game is over.

Score

Each Cirrus caught
Easy 3 NP
Medium 4 NP
Hard 5 NP

Levels

Easy to Medium	- 2000 NP in Easy Mode
Medium to Hard	- 3000 NP in Medium Mode
Hard to Trophy	- 4000 NP in Hard Mode

HARRIS REFLECTION [Trophy Game]

 This Harris is busy hitting balls into the sky! Whenever a cloud gets near him, he lines up his bat so that his balls can bounce back into the clouds in order to reveal a surprise inside! When the surprise items appear, the Harris has to catch them with his bat.

Press ENTER to release the ball.

Press the ▲ key to move the bat up.

Press the ▼ key to move the bat down.

Surprises

Item	Effect
•	Ball slows down to start speed
+	Ball speeds up
+	Ball slows down
R	Reverse controls (▲ key moves down, ▼ key moves up)
•	Lose one life bar
•	Catch the ball (Press ENTER to release the ball)
++	Shrinks the length of the bat
++	Grows the length of the bat
1UP	Earn an extra life bar
M	Adds an additional ball to the screen
*	Gives you a Bonus of 7 NP
□	Transforms your bat into a blaster platform
○	Earn a bonus super ball that smashes through obstacles
♂	Earn bonus NeoPoints if you can catch this

Score

You will receive 5 NP each time you hit a cloud with the ball.

You will receive 7 NP for each Heart you catch with the bat.

Levels

Easy to Medium	- 2000 NP in Easy Mode
Medium to Hard	- 3000 NP in Medium Mode
Hard to Trophy	- 4000 NP in Hard Mode

As the levels progress, the game gets faster. Try to keep up!

**BANK**

This is where you can check your NeoPoint balance after playing lots of games or after a big spending spree. Select the icon by pressing ENTER and you will see your balance. Press ENTER again to get back to the main screen.

**SLEEP**

A Neopet's bedtime is generally around 9:00 p.m. If their bedtime is missed, they may lose Happiness points. Simply press ENTER then the BED icon is highlighted and the lights in the screen will go out and your Neopet will start to sleep. Neopets need to wake up around 7:00 a.m.; any earlier and they become grouchy and lose Happiness and Intelligence points. To wake your Neopet up in the morning, select the BED icon again by pressing ENTER when it is highlighted.

PANT DEVIL

Everyday there is a surprise in Faerieland! You will randomly get anywhere from 50 to 5000 BONUS NeoPoints, which are saved directly to your Bank. But, be careful! From time to time, the Pant Devil is known to steal items from Burlap Sacks. You must be on guard!

CONTROL SCREEN

To set an alarm, check or edit the time, alter the screen contrast, turn the sound on or off, view or alter the names of your Neopets, or view the Neopian calendar, press the CANCEL key when you are in downtime mode. The screen will show:

- ALARM
- CLOCK
- CONTRAST
- SOUND
- NAME
- CALENDAR

ALARM

Press ENTER when this option is highlighted and you will be presented with two options (ON/OFF); toggle right to select ON, and set the time you want the alarm to go off. Press ENTER when the time is correct and the screen will ask you INPUT MESSAGE. Type in a message such as "Wake up" (Max ten letters) and press ENTER to set. To change the time or message, just go back into the ALARM mode and alter accordingly.

CLOCK

To change the TIME & DATE, just enter the CLOCK mode and alter to your preference.

CONTRAST

Enter this mode to select from 5 different levels of screen contrast.

SOUND

Select this mode to turn the sound ON or OFF. Press ENTER to confirm.

NAME

Select this mode to alter the name of your Neopet. Press ENTER to confirm.

CALENDAR

The game will tell you when there is a special day in the Neopian calendar, as well as the details of a special day in Neopia™. When you wake your Neopet up on that day, you can scroll through the whole calendar in this mode.

Press CANCEL to leave this mode.

END OF THE GAME

 If you do not take care of your Neopet and do not feed it for fourteen days, it will give you three warnings that it is going to leave you. On the third warning an animation of the character walking away will appear on the screen and the screen will say: "Time to adopt a new Neopet!"

TO REPLACE BATTERIES

 When the batteries begin to run low, a flashing low battery icon will appear on the LCD screen. This is to alert you to change the batteries.

 When the batteries are almost completely gone, you will see an empty battery icon appear. The game will stop functioning and you must change the batteries.

If you do not change the batteries at this point, the unit will turn off the LCD screen and it will not respond to any key depression (other than reset). You only have one minute to replace the batteries, otherwise all information (e.g., current status of game, trophies, levels, etc.) will be erased and you will have to begin the game again.

First, slide the "Battery Door" key to open.

1. Unscrew the battery cover on the back of the unit.

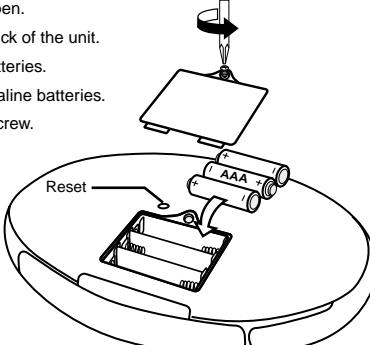
2. Remove the 3 x 1.5V "AAA"/R03 batteries.

3. Insert new 3 x 1.5V "AAA"/LR03 alkaline batteries.

4. Replace battery cover and tighten screw.

Slide the "Battery Door" key to close.

Please keep company details for future reference.

**CAUTION:**

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries or standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



Not suitable for children under 3 years because of small parts - choking hazard.

TIGER
ELECTRONICS

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